Programing Engineering

Introduction - 22 February 2017

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Content

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- Exam
- Marks
- Communication protocol
- Bibliography

Team

- Course:
 - Adrian Iftene
 - Alex Moruz

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- Labs:
 - Adrian Iftene

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Course content

- Software engineering
- Design models
- Requirements engineering
- UML diagrams
- Design patterns
- Testing and debugging
- Maintenance
- Software metrics
- Project management
- Intellectual property and rights

Courses (2)

- Why attend courses?
- To better understand theoretical aspects + case studies
- 40 of 240 points for the exam come from questions which are discussed, without appearing on slides
- ▶ Bonuses... Presentations...

Laboratories

- UML diagrams, Design Patterns, Unit testing
- Implementations in Java, C++, C#, OOP (coding style)
- Topics proposed by the teacher, students
- We will negotiate scores per team member (team of 4 can get 34 points, distributed 9 + 9 + 8 + 8, or any combination determined by TL)
- If all team members receive the same score, laboratory coordinator will decide who presents the solution next week
- There is no upper limit to the points received
- THERE exists a lower limit for the points received: 50% of the sum of labs points
- Important: Make connections with the Java and Web technologies laboratories!!!

Laboratories (2)

- ▶ We will use: Github, *BitBucket...*
- Why to come to the labs? To be a part of a team, to earn points, learn to use project management techniques, to pass
- Group of "elite students" in work…
 - A higher level of discussion
 - A complicated but interesting project
 - Greater involvement
 - Who is in it? The "select" (i.e. those receiving permission)

Laboratories (3)

- Elite group past years
- ▶ 6–7 projects
 - Projects proposed by IT companies (e-mail client in Qt, Android Remote Control, WebApp for mobile apps)
 - A project proposed by first year masters: AR

Results

- Internships in IT companies
- Vouchers to support certification exam in Qt
- AR group managed to create a prototype that they presented at SYNASC 2010, Timişoara. Article has been indexed IEEE and DBLP

Project

- Team work!
- It will involve:
 - Documentation, Modeling using UML diagrams
 - Implementation (main module, interface)
 - Testing, Evaluation, Documentation, Etc.
- Topics
 - Proposed by IT companies
 - CLEF 2017 (http://clef2017.clef-initiative.eu/): ImageCLEF, Plagiarism, QA, Social Book Search
 - Frameworks and languages: C++, **Java**, Perl, **Python, Java** Script, C#

Project – Contest

- ▶ The best projects (5-6) will participate, during the last weeks of the semester (13-16), at a session of presentations
- At these sessions we will have a panel of professors and company representatives
- Students will receive bonuses, diplomas and prizes
- Learn & Earn Amazon

Exam

- Without documentation
- ▶ 30 minutes
- Questions: grille + requiring answers on 2-3 lines + diagrams/schemes

The emphasis will be on understanding the theoretical concepts presented in courses and practical ones used during the laboratories

Marks

- Lab grade obtained during the first 6 labs (weekly assignments, teamwork)
- Project grade obtained during the last 7 laboratories (a project where each member will contribute)
- Exam grade 30 minutes, the focus will be on understanding the concepts presented
- Final grade = 10 x (Lab_grade + Project_grade + Exam_grade) / MAX_GRADES_WITHOUT_BONUSES

Communication protocol

- Upon request, the solutions at certain stages will be sent by e-mail
- 3 requests:
 - Subject: [IP] Solution stage X
 - Attachment: TGZ , RAR, archive etc. (not ZIP)
 - Content: Signature Ionescu George, Year II, Group 2 E
- FAILURE to do so will result in downgrading (1 point for each missed requirement)

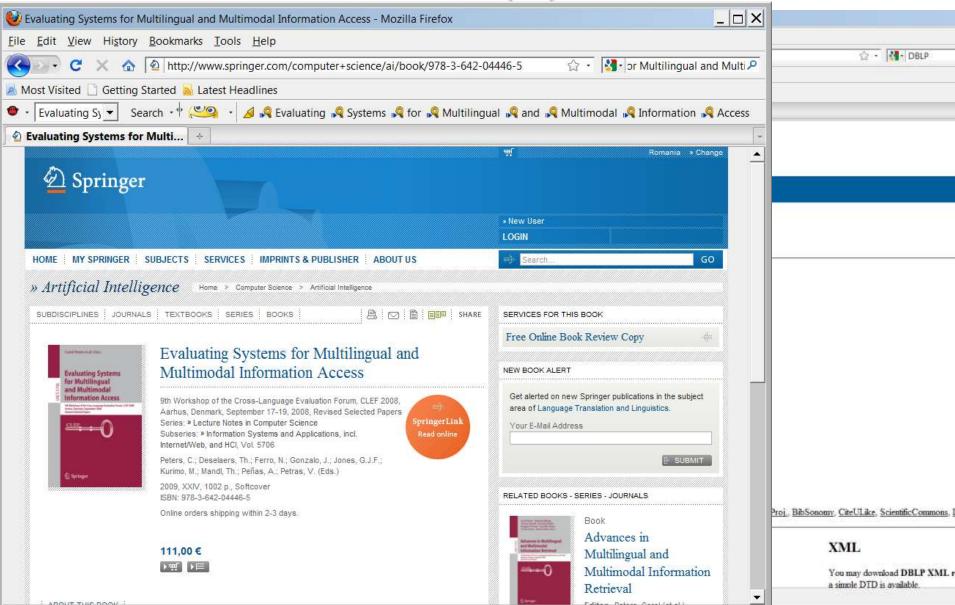
Bibliography

- Course page Adrian Iftene http://profs.info.uaic.ro/~adiftene/Scoala/2017/PE/
- Ovidiu Gheorghieş page (he works with Adriana G.) http://profs.info.uaic.ro/~ogh/ip/
- Ian Sommerville: Software Engineering, Addison Wesley, 2001
- Craig Larman: Applying UML and Patterns, Addisson Wesley, 2002
- Erich Gamma, Richard Helm, Ralph Johnson, John Vissides: Design Patterns, Elements of Reusable Object-Oriented Software, Addisson Wesley, 1998
- Internet

Final results PE 2009-2016

- The continuation of these ideas and completing your graduation thesis in one of these areas
- Research articles and participation in conferences
- Long-term research bachelor, master, doctoral, post-doctoral (we have collaborations with universities in Spain, Italy, England, Ireland, France, etc.)

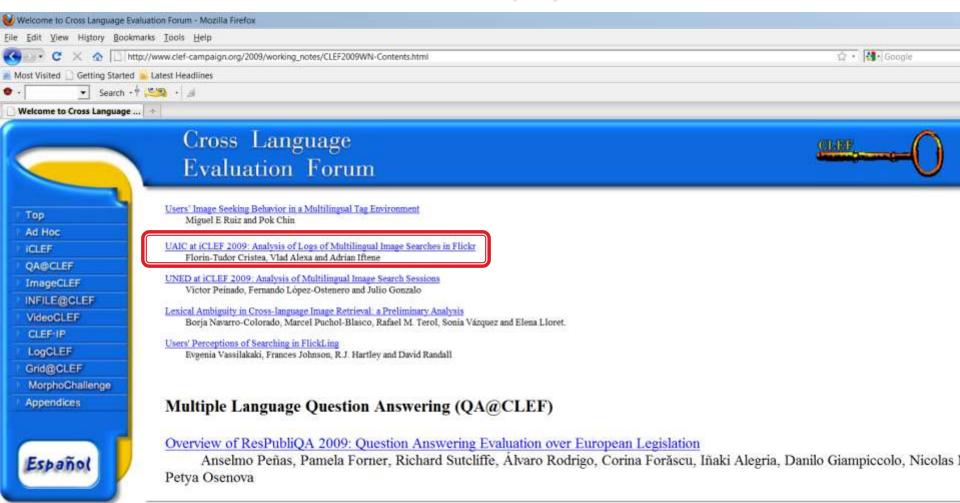
Results PE 2009 (1)



Results PF 2009 (2) - Corfu Greece



Results PE 2009 (3) CLEF - WN

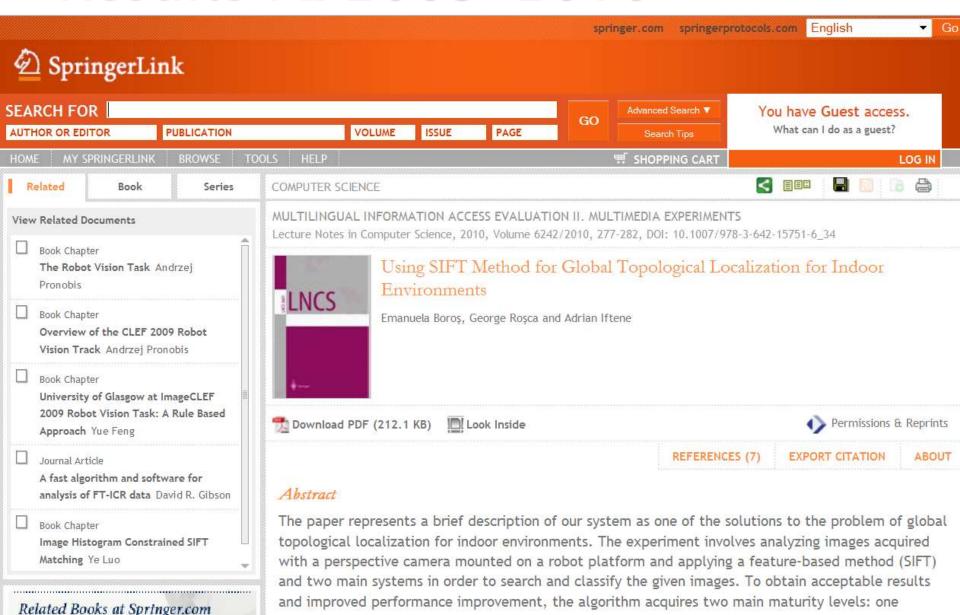


CLEF is an activity of the TrebleCLEF Coordination Action



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Results PE 2009-2010



Results ASET 2009

- Many themes continued as dissertation topics
- Contests, publications

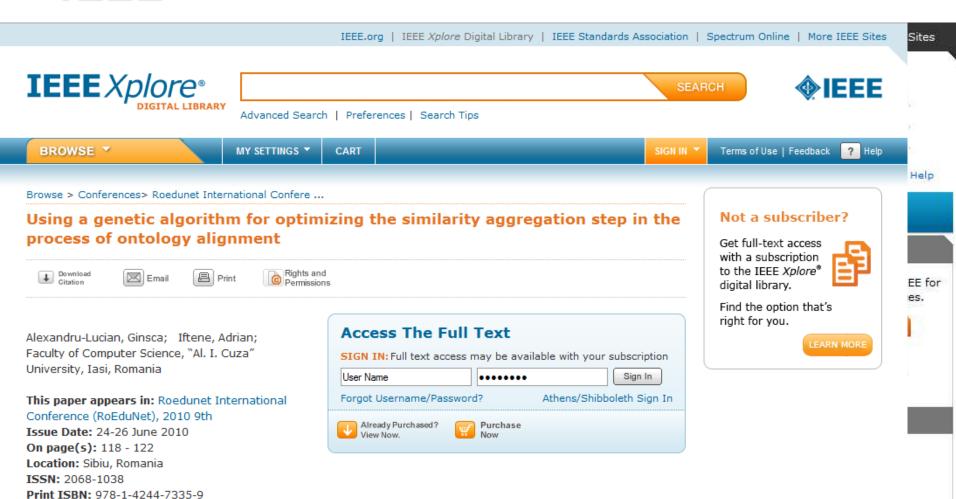
Sesiunea Nationala ITS 2010 de Comunicari Stiintifice Studentesti

Prima pagina Galerie Rezultate Finale Parteneri/Sponsori Organizatori Contact

Rezultate Finale

Nr.	Titlu Lucrare	Autor	Institutie
Premiul 1	Sisteme de creștere a siguranței transportului rutier	Mircea CÎRCEAG, Isabela MOCANU, Răzvan MUNTEANU	an III, Facultatea Transporturi, Universitatea "Politehnica" din București
Premiul 2	Sistem distribuit de Management al Traficului	Emilian NECULA, Raluca NECULA	Master, Facultatea de Informatica, Universitatea "A.I.Cuza" Iași
Premiul 2	Sisteme de informare a călătorilor	Camelia BUNEA, Andrei ŞORIGA	an IV, Facultatea Transporturi, Universitatea "Politehnica" din București
Premiul 3	Sistem de alarmă cu transmiterea mesajului pe telefonul mobil	Alexandru STOICA	an III, Facultatea Transporturi, Universitatea "Politehnica" din București
Premiul 3	Autovehiculul hibrid	Radu DINU, Ionuţ FLOREA, Diana TUDORACHE	an II, Facultatea Transporturi, Universitatea "Politehnica" din București
Mentiune	Aplicatie GPS pentru PC	Andrei GEORGESCU	Master, Facultatea de Informatica, Universitatea "A.I.Cuza" Iași

IEEE



ABSTRACT

Date of Current Version: 05 August 2010

This paper addresses the increasingly encountered challenge of ontology alignment. Starting with basic similarity measures such as the syntactic similarity, represented by the Levenshtein or Jaro Distance, semantic similarities, which make use of WordNet and taxonomy similarities, our new system uses a genetic algorithm specially

2011-2012

http://dblp.unitrier.de/pers/hd/g/G=icirc=nsca:Alexandru= Lucian

2013-2014



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home



Alexandra Siriteanu 🕹 💐 🗸 🛡

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2014

且 基 學 % Ralf Bierig, Cristina Serban, Alexandra Siriteanu, Mihai Lupu, Allan Hanbury:

A System Framework for Concept- and Credibility-Based Multimedia Retrieval. ICMR 2014: 543

2013

🖹 🕹 🗬 📽 Cristina Serban, Alexandra Siriteanu, Claudia Gheorghiu, Adrian Iftene, Lenuta Alboaie, Mihaela Breaban:

> Combining Image Retrieval, Metadata Processing and Naive Bayes Classification at Plant Identification 2013. CLEF (Working Notes) 2013

2015 - 2016



Using Textual and Visual Processing in Scalable Concept Image Annotation Challenge

Alexandru Calfa, Dragos Silion, Andreea Cristina Bursuc, Cornel Paul Acatrinei, Răzvan Iulian Lupu, Alexandru Eduard Cozma, Cristian Pădurariu, Adrian Iftene

UAIC: Faculty of Computer Science, "Alexandru Ioan Cuza" University, Romania {alexandru.calfa, dragos.silion, andreea.bursuc, paul.acatrinei, razvan.lupu, eduard.cozma, cristian.padurariu, adiftene}@info.uaic.ro

Abstract. This paper describes UAIC¹'s system built for participating in the Scalable Concept Image Annotation challenge 2015. We submitted runs both for Subtask 1 (Image Concept detection and localisation) and for Subtask 2 (Generation of Textual Descriptions of Images). For the first subtask we created an ontology with relations between concepts and their synonyms, hyponyms and hypernyms and also with relations between concepts and related words. For the second subtask, we created a resource that contains triplets (concept₁, verb, concept₂), where concepts are from the list of concepts provided by the organizers and verb is a relation between concepts. With this resource we build sentences in which concept₁ is subject, verb is predicate and concept₂ is complement.

Using Machine Learning Techniques, Textual and Visual Processing in Scalable Concept Image Annotation Challenge

Alexandru-Gabriel Cristea, Mādālin-Marian Savoaia, Monica-Andreea Martac, Ionela Cristina Pātras, Alexandru-Ovidiu Scutaru, Constantin-Emilian Covrig, Adrian Iftene

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Abstract. This paper describes UAIC¹'s system built for participating in the Scalable Concept Image Annotation challenge 2016. We submitted runs for Subtask 1 (Image annotation and localisation), for Subtask 2 (Natural language caption generation) and for Subtask 3 (Content Selection). For the first subtask we used an ontology created last year with relations between concepts and their